INTERNATIONAL CYBERSECURITY CHAMPIONSHIP

BRIEF RULES OF THE FINAL

The Finals of the International Cyberchampionship 2025 will be held on June 2. Three teams — one from each group, which scored the highest number of points at the Qualifying Stage — will participate in the Finals.

The finals is held in a Defense Challenge format. Participants act as a Blue Team, practicing their skills in detecting cyberattacks, protecting the infrastructure, identifying threats and ensuring stable operation of systems.

OBJECTIVES:

- protect their gaming infrastructure,
- respond to cyberattacks,
- analyze traffic and logs,
- restore compromised virtual machines,
- maintain the operation of key services;

all while strictly following the rules.

At the start of the finals, each Blue Team has 0 points. Points are awarded for the time they maintain control over virtual machines. Successful attacks on infrastructures and the state of virtual machines are automatically monitored. The longer a team holds control over the infrastructure, the more points they earn.

The winner of the International Cyberchampionship 2025 is the team with the highest points at the end of the finals.

IT IS FORBIDDEN TO:

- attack the services of the organizers and other Blue Teams;
- disable or modify critical services;
- block network ports and services specified in the rules;
- delete or modify system accounts and software;
- disrupt network settings and disable interfaces;
- be disrespectful, aggressive, or use foul language.

Violations will result in penalties and even disqualification.